

PET PARADE

(Updated: June 30, 2024)

Where every card tells a tale ... we mean, tale!

Pet Parade is an enchanting card game where you create own delightful animal processions. Line up cute and adorable creatures and compete to create the most captivating parades!



Combines basic animal knowledge, spelling and solving simple arithmetic. There are several ways to play.

Game Components:

- 96 cute animal cards
- 36 attribute/trait cards
- 2 D6 dice.

Copyright © 2024 Knowledge Probe Inc.

www.Brainy.games

Basic Setup:

- 1.Shuffle the animal cards and place down in a draw pile.
- 2.Deal out five cards to each player, face up.
- 3.Decide upon the number of rounds to play; typically two rounds for two players, otherwise three rounds.
- 4.Grab a paper and pen/pencil to record scores between rounds; write the initials of each player on your score pad.

Play in Rounds:

The game will be played in rounds. Players take turns rolling dice and all players make their parade at the same time. You have one of three parade choices:

- (1) Drop cards totalling the dice roll or
- (2) Drop a related group of animals or
- (3) Drop cards whose letters form a word.

Each round is over when the draw pile has been depleted. At that time, players will score their “locked” parades.

Game Play:

1. Players take turns rolling the dice.
2. All players simultaneously align a row of cards in front of them as a “pet parade”, based on the chart below.
- 3.Call out your parade for all to verify (just in case).
4. We don't like a messy table, so don't have more than four parades at a time. “Lock” your fifth parade by piling up a row of cards, setting them aside face down as a score pile.
5. All players replenish their hand to maintain five cards or optionally exchange unwanted cards from the draw pile.

Notes:

If a player cannot drop any cards into a parade, they must draw a single card. The card can only be used on the next turn.

A player can also add a letter(s) to an existing parade to form a new word. Unscramble the letters if necessary.

If a card is stolen from a parade and only one card is left, that card must return to the player's original hand.

Roll Actions Chart

Die Roll Action

2-12 ***Sum Drop:*** Align two or more cards whose numbers add up to the number rolled.

Make a Word: Drop two or more cards to make a word with at least two letters for example: ME, BUY, DAWN.

Can also add letter(s) to existing parade to make a word (unscramble).

Group Drop: Align a group of two related animals.

Doubles ***Steal:*** The player rolling **doubles** can steal any visible card, but must make a word. Opponents make their parade afterwards.

Parade Examples



Game Play Example:



Someone just rolled 7.

From their hand, Player One dropped the Quetzal and Iguana as their new parade, matching 7.

Player Two can make the word "PETS" from the letters on four cards.

Player Three does not have cards totalling 7, but will be able to drop a Canadian group with Fox and Moose as their new parade.

Player Four can drop the Husky and Duck to match 7.

Once all have played, their prior parades will be locked into their score piles. For example, Player One will take the "JUMP" cards into their score pile.

Related Group Drops:

Any time a player has two related cards in their hand, they can be dropped - no matter the dice roll. These relationships include pairs of African animals, Canadian animals, farm animals, tree dwellers, flyers, underground dwellers, swimmers, mammals, birds, canines, felines, rodents, as well as animals with wings, beaks, stripes, spots, hooves, claws, flippers, headgear (horns, tusks, antlers), non-existent, etc.



Another relationship is predator and one or two prey being aligned. For example, an eagle can eat a mouse and a snake.



Ending a Round - Interim Scoring:

A round is over when the draw pile has been depleted. Each player counts the points in their score pile. Players' scores are accumulated on the score pad.

Create and shuffle a new draw pile from all scored cards. Replenish any player's hand not having five cards. Start a new round if needed.

Ending the Game:

When the last round has been played, the game is over - time for the final score to determine the winner. But first allow players to make and score any final word(s).

Final Scoring:

Each player counts up the points of any cards remaining face up in front of them (if any). Deduct that value from their score on the score pad.

The winner will have the highest score. In case of a tie, the youngest player wins.

Strategies:

With a choice of cards to drop, try to drop cards totalling the highest values. Often it is better to make a higher-valued word than to use just two cards and match the dice roll.

The secret to winning is to drop more words or related pairs than sums.

Example of Parade Drop Choices:

These cards are in hand and the dice roll yields 5 ...



A related pair of birds is worth **4 points**, while three cards add up to match the die roll of **5 points**. However, the best choice is to make the word “DEER”, for **6 points**.

Secret Parades Mode:

The goal of Secret Parades is to create the most valuable parade of four animals by matching secret traits and attributes. This mode is for a maximum of five players.

Shuffle the attribute cards and give each player six cards face down to keep in secret. Shuffle the animal cards and place them face down in a draw pile.

Playing at the same time, you draw an animal card and decide whether it matches one of your secret attributes. If so, drop the attribute and animal cards face up in a parade in front of you (as shown below). You may also replace one of your matching animals with a higher-valued card, discarding the original card.



Otherwise, return the animal card onto the discard pile.

Play until all players have made a parade of four animals (five for a more challenging game).

Add up the numbers of the four highest cards to see who wins.

Tip: Swap out lower-valued cards.

Cooperative Mode:

With two or more players, build common parades without rolling dice. All players maintain five cards in hand. Use spelling to build words and drop pairs of related animals. Play with different themes. For example, start one game with names of animals, another with names of foods, etc. Everyone plays together to use up most of the letters to win as a team.

Solo Mode:

With one player, play the same way as cooperative mode. Pick a theme and try to make as many parades as you can.

Memory Match Game:

Flip all cards upside down. Take turns flipping over two cards. Keep a pair with similar traits else flip back. Player with most matches wins.

Online Games & Web App:

Visit www.brainy.games/pet-parade for additional game ideas and a web app to verify animal traits.

SEND US A PHOTO OR VIDEO

Please post a photo or video of your family playing the game. Tag your image with @brainy.games and #petparade on Instagram. We'll mail you a free memory game as thank you gift.